AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A method operable in a local device for determining clock skew in a packet-based session between said local device and a remote device with a non-deterministic packet delay, said method comprising the steps of:

receiving a sequence of control packets from [[a]] the remote device transmitting media packets in a session; each control packet including a remote real time-stamp; and a remote media card clock time-stamp corresponding to the remote real time-stamp; and

comparing a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determineing from said two or more of said received control packets, a first relative rate of a remote media card clock to the remote real time rate.

2.   (Currently Amended) A method according to claim 1 comprising the steps of:

transmitting a sequence of control packets from [[a]] said local device transmitting media packets in [[a]]said session; each control packet including a local real time-stamp; and a local media card clock time-stamp corresponding to the local real time-stamp; and

comparing a third real-time stamp and a first local media card clock time-stamp from a first transmitted control packet with fourth real-time stamp and a second local media card clock time-stamp from a second transmitted control packet to determineing from said two or more of said transmitted control packets, a second relative rate of a local media card clock to the local real-time rate.

3.   (original) A method according to claim 2 comprising the step of:

synchronizing said local real time rate with said remote real time-rate.

4.   (previously presented) A method according to claim 3 wherein said devices communicate across an Internet Protocol (IP) network.

5.   (original) A method according to claim 4 wherein said network is one of a LAN (Local Area Network) a WAN (Wide Area Network) or the Internet.

6.   (original) A method according to claim 4 wherein said synchronisation employs the Network Time Protocol.

7.   (original) A method according to claim 1 wherein said media packets are Realtime Transport Protocol (RTP) packets and wherein said control packets are RTP Control Protocol (RTCP) Sender Report (SR) packets.

8.   (original) A method according to claim 2 further comprising the step of:

adjusting the contents of a buffer storing said media packets received from a transmitting device according to said first and second relative rates.

9.   (previously presented) A method according to claim 3 further comprising the step of:

determining from a difference in time between local real time when a control packet is received and the remote real time-stamp of said control packet, a first approximation of one-way media packet delay; and

determining from said first relative rate and said first approximation a skew-corrected one-way media packet delay between devices in said session.

10.   (previously presented) A method according to claim 9 further comprising the step of:

adjusting a playout strategy of said session according to said skew-corrected one-way media packet delay.

11.   (original) A method according to claim 1 wherein said real time-stamp is a system clock time.

12.   (Currently Amended) A telephony application running in a telephony device arranged to perform the steps of claim 1 to determine clock skew in a packet-based session with a non-deterministic packet delay between said device and a remote device, said device being arranged to:

receive a sequence of control packets from the remote device transmitting media packets in a session; each control packet including a remote real time-stamp; and a remote media card clock time-stamp corresponding to the remote real time-stamp; and

compare a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time rate.

13.   (Currently Amended) A computer program product comprising computer program code stored on a storage medium which when executed in a local device is arranged to determine clock skew in a packet-based session with a non-deterministic packet delay between said local

device and a remote device, said method comprising ~~perform~~ the steps of ~~claim 1~~:

receiving a sequence of control packets from the remote device transmitting media packets in a session: each control packet including a remote real time-stamp: and a remote media card clock time-stamp corresponding to the remote real time-stamp; and

comparing a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time rate.